tag team® WRESTLING

INSTRUCTION MANUAL

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DATA EAST

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Nintendo®
ENTERTAINMENT SYSTEM™

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DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

You are challenged to match the awesome skills of your opponents . . . to gain the Title in the World Super Championships of Tag Team Wrestling! Teamwork and stamina are the keys, as you and your partner battle your way through the Title Matches on your quest for the Belt. Attack your opponents with Body Slams, Drop Kicks, Backbreakers, Flying Head Butts, or even throwing them out of the ring! To win, it's a pin for a count of three. Nothing can match the super excitement as the crowd cheers over this mania on the mat. Prepare yourself for Tag Team Wrestling!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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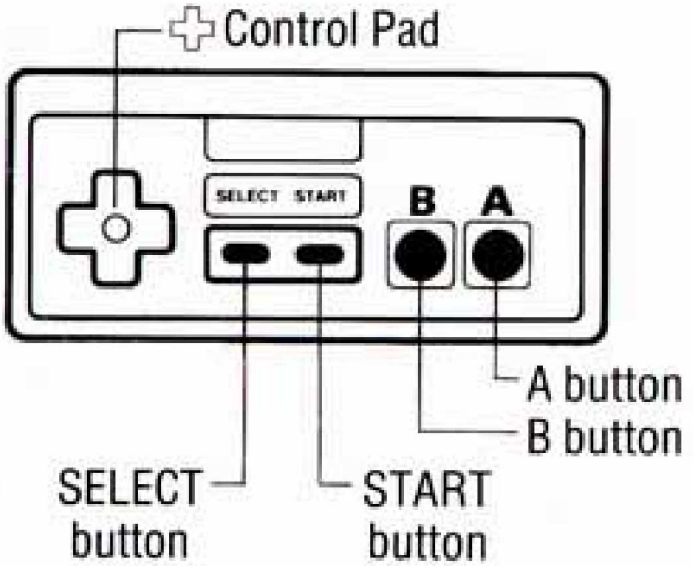
1. PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

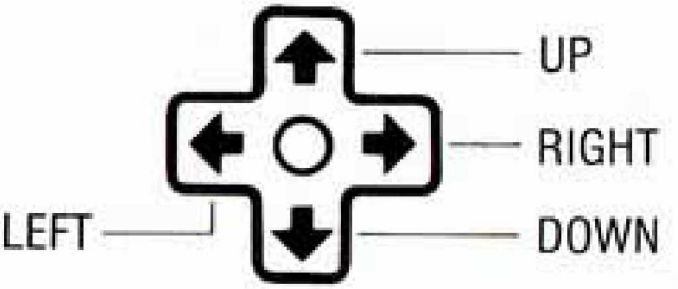
Controller 1 – For 1 player game
Controller 2 – For second player in 2 player game

Controller 1/Controller 2



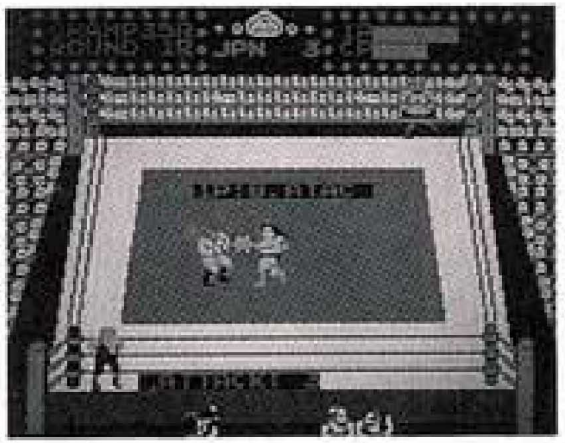
Control Pad

Moves wrestler in the ring.



A button: Punch and execute selected move.
B button: Select move.

Press the **A button** to punch and grab your opponent. Once you have grabbed your opponent, a move will appear on the screen. Quickly select through the moves using the **B button**, then execute the selected move by pressing the **A button.**



SELECT button

When this button is pressed, the mark (▷) will move between "1 player" and "2 players."

START button

Press this button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

3. HOW TO PLAY

Winning the Title

Advance your way through the Title Matches.

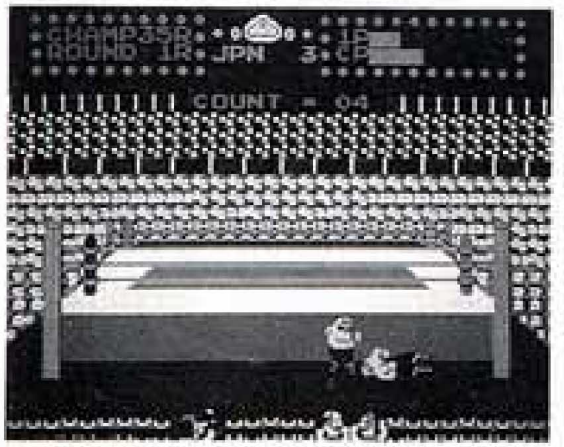
- Win 3 matches to be the American Champion.
- Win 8 matches to be the European Champion.
- Win 15 matches to be the World Champion.
- Win 25 matches to be the Super Champion.

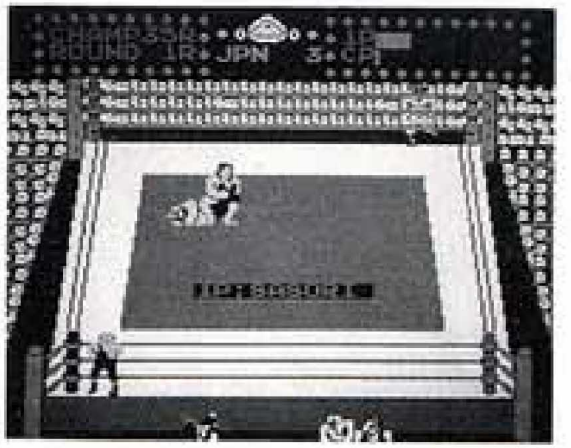
The size of the trophy increases as the Championship Matches advance in rank.
When a match is lost while progressing in rank, the next match begins one rank lower.

Pinning

When a move is properly executed, and the opponent goes down on the mat, win by pinning him for a count of three.

If you are pinned, keep pressing the **B button** to regain your energy until you revive enough to stand up again.





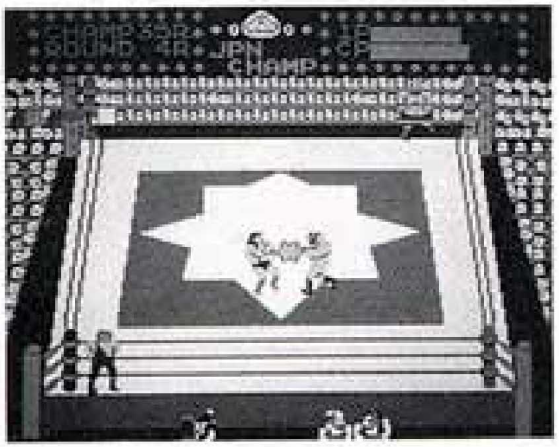
Defensive Tactics

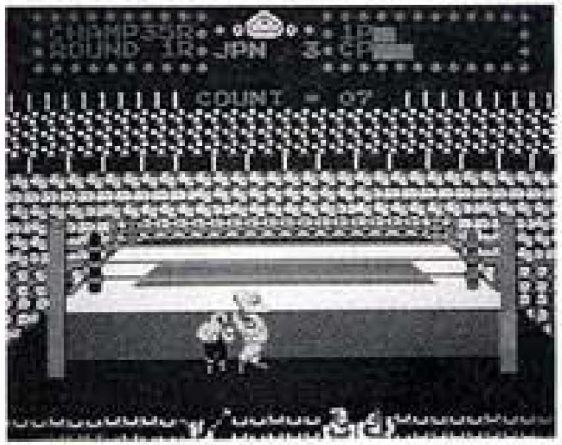
Watch your **Energy Meter**, and if your energy is getting too low, run to the corner and tag your partner using the **B button.**

If you get caught in a hold that you cannot get out of, press the **A button** to have your partner's help.

Outside of the ring, weapons may appear that can be picked up to use against your opponent. Be careful not to be counted out of the ring for more than 20 seconds, or you'll be disqualified.

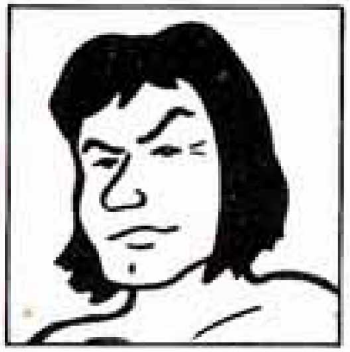
Win the match with a pin or when the opponent gives up.





PLAYER ONE: Ricky Fighters

These are the good guys. They perform wonders when working in pairs, but become weak when they work alone.



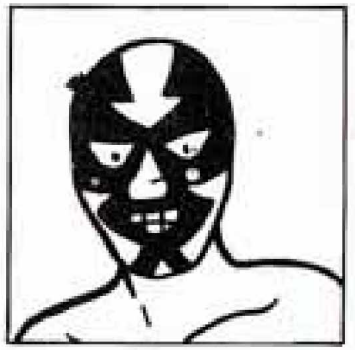
Ricky

Ultramachine

PLAYER TWO: Strong Bads

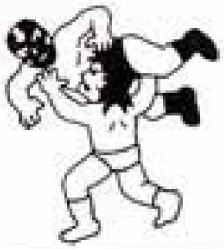
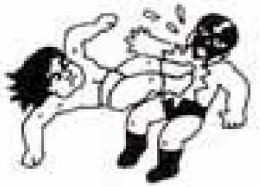
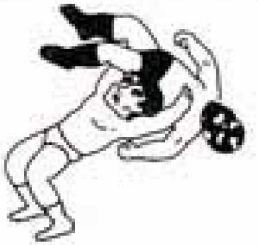
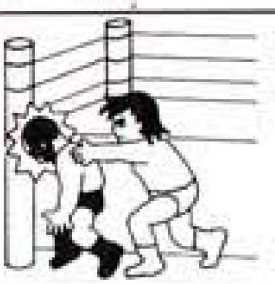
These are the bad guys. Great teamworkers, and they do better as the match goes on. They get angry and red in the face when their opponents avoid a fight.

Worly



Mascross

Player Moves

			
Body Slam	**Drop Kick**	**Body Attack**	**Back Drop**
			
Neck Hanging	**Back Breaker**	**Flying Headbutt**	**Ring Post *(outside)***

Each player has his own original move that is most effective against a particular opponent.

Sasori Gatame *(Ricky-Worly)*	**Western Lariat** *(Worly-Ricky)*	**Brain Buster** *(Ultramachine-Mascross)*	**Enzui Giri** *(Mascross-Ultramachine)*

How to Select Moves

(Note: the screen can only display a limited number of letters; therefore, the names are abbreviated.)

# of times B button pressed	PLAYER ONE: Ricky Fighters		PLAYER TWO: Strong Bads	
	Ricky	***Ultramachine***	***Worly***	***Mascross***
0	Body Attack	Drop Kick	Body Slam	Body Slam
1	Drop Kick	Body Slam	Body Attack	Drop Kick
2	Body Slam	Neck Hanging	Drop Kick	Body Attack
3	Back Drop	Flying Headbutt	Back Drop	Flying Headbutt
4	Flying Headbutt	Back Breaker	Flying Headbutt	Back Drop
5	Back Breaker	Body Attack	Neck Hanging	Neck Hanging
6	Neck Hanging	Back Drop	Back Breaker	Back Breaker
7: Original Moves	Sasori Gatame	Brain Buster	Western Lariat	Enzui Giri

Outside of Ring:

0-3	Body Slam	Body Slam	Body Slam	Body Slam
4-6	Back Drop	Back Drop	Back Drop	Back Drop
7	Ring Post	Ring Post	Ring Post	Ring Post

Special Feature

Under certain conditions you will gain ultra-strong power, lasting until you defeat your opponent.

Round 5: one tag to your partner (without touching the opponent).
Round 11: two tags to your partner (without touching the opponent).
Round 18: three tags to your partner (without touching the opponent).
Round 28: three tags to your partner (without touching the opponent).

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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